INSTRUCTION BOOKLET

This game was created for your Nintendo Entertainment System by a small group of programmers, artists, and musicians. Over the past year we have dedicated ourselves to creating a game that would be at home among the NES games of our youth. We hope you enjoy playing it as much as we loved making it.

– Matt Hughson

Thank you for selecting the Nintendo Entertainment System® *Witch n' Wiz* Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future resale value... er um... future *reference*.

CONTENTS

Story 4
Player Select 6
Settings 7
Controls 8
Abilities 9
Special Thanks 10
Credits 11

STORY

This is a world not entirely unlike our own. Families live humble lives, foraging and harvesting the spoils of the land. Children are carefree and curious. It might even be mistaken for a version of our world from a few centuries ago, except for one thing... ***MAGIC!***

Magic was once commonplace, though you would not know it by looking around. Over time, most Magic was lost or forgotten.

There are still hints of this Magical history around the world, but the people of this land avoid those *cursed* places. Warnings are passed down through generations: that any interaction with Magic will invite "The Outcasters."

Little is known of Outcasters. Only that they are a group of people still able to use Magic.

Stories are told of children experimenting with Magic... and *vanishing*. Never to be seen again.

Our story is one such tale. It begins with two young friends exploring the forest. As children tend to do, they explore farther than they should, eventually coming upon an old cabin...

Inside they find a Magical Artifact, which summons its master: a powerful Outcaster who kidnaps curious little children for use in her own Dark Magic.

The Boy is taken! The Girl spends years training and retracing their steps. After years of study, she is ready to take on this Outcaster and save her friend!

PLAYER SELECT

PERCENT
How much of the game has been completed.

TIME
Best time for all floors combined.

FLOOR
The current chapter and sub-level.
[chapter]-[sub-level]

NEW GAME
Start your adventure from the beginning!

SETTINGS

MUSIC/SOUND

Enable or disable the music and sound effects, respectively.

HIGH CONTRAST

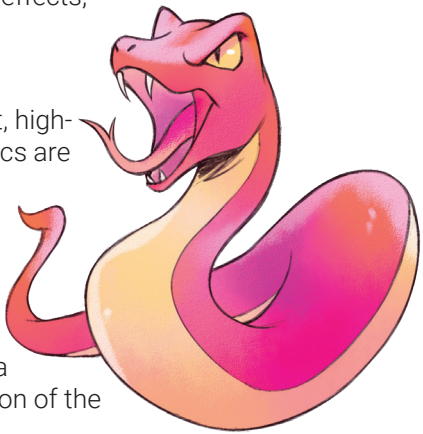
Replaces background graphics with flat, high-contrast images. All superfluous graphics are removed.

CAMERA SHAKE

Enable or disable any screen shaking.

TIMED CHALLENGES

The final section of the game includes a timed challenge. This time-limited portion of the game can be disabled if needed.



Find more accessibility information at: www.witchnwiz.com/a11y

CONTROLS

Climb Ladder

Move/Push/Attack

Undo Move

Restart Floor

Pause/Settings

ABILITIES

Activate Ability

In each chapter of the game, a new type of puzzle is revealed. For many of these puzzles, a new Ability is introduced that can be activated with the A Button.

You do not need to choose an Ability. Once you gain a new Ability, it will automatically replace the old one.

SPECIAL THANKS

A huge thanks to everyone who helped make this game possible!

I am especially grateful to all of the Beta Testers who worked behind the scenes to ensure this game is as polished as possible!

Additionally, I also want to thank the following people *specifically*. You have all helped in some significant way, and I am humbled to have the support of people I admire so much!

cppchriscpp
Fiskbit
FrankenGraphics
Gruber Music
Limited Run Games
Mikael Forslind
neblstern
nesdoug
norill
pezillionaire
retroadamshow
Shiru
Sole Goose Productions
The Assembly Line Podcast
Vectrex28

CREDITS

Created By
Matt Hughson

Art
Alp
Kenneth Fejer

Music and Sound FX
Tuï

Additional Art
Haller Zoltán

Box and Manual Art
Flor (Kori) Arredondo

For my girls: Abigail, Eliana and Elsa.

© 2021 Matt Hughson | www.matthughson.com